

### Claims

1. Method for continuing a multi-player game in case of an absence of a player participating in said game, said method comprising :
  - 5 - running a multi player game application,
  - characterized by
  - receiving an indication that said player taking part in said multi-player game is absent,
  - continuing the game by simulating the participation of said player who is actually absent.
- 10 2. Method according to claim 1, wherein said multi-player game is a network based multi-player game.
3. Method according to claim 1, further comprising:
  - Monitoring the inputs of at least one player of said multi-player game,
  - 15 - Analyzing said inputs to determine gaming characteristics of said at least one monitored player, and
  - Simulating the participation of said absent player in correspondence with said determined gaming characteristics.
- 20 4. Method according to claim 3, further comprising determining a result of said game based on said determined gaming characteristics of said at least one monitored player.
5. Method according to claim 3, further comprising transferring said determined gaming characteristics to another gaming device.
- 25 6. Method according to claim 1, wherein said indication that a player is absent comprises a notification received from said absent player.
7. Method according to claim 1, further comprising sending a notification to at least one of said other players of said multi-player game, said notification comprising an information that the participation of at least one player is actually simulated.
- 30 8. Method according to claim 1, further comprising the interruption of said game, if all players are absent.
- 35 9. Method according to claim 1, further comprising terminating said simulation of the participation, if said absent player returns to the game.

10. Software tool comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 9 when said software tool is run on a computer or network device.
- 5
11. Computer program product comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 9 when said program product is run on a computer or network device.
- 10
12. Computer program product comprising program code, downloadable from a server for carrying out the method of anyone of claims 1 to 9 when said program product is run on a computer or network device.
- 15
13. Computer data signal embodied in a carrier wave and representing a program that instructs a computer to perform the steps of the method of anyone of claims 1 to 9.
14. Multi-player gaming device for continuing a multi-player game in case of an absence of a player participating in said game, comprising:
- a memory,
  - 20 - a processor being connected to said memory, said processor being configured to run a multi-player game program,
  - at least two interfaces being connected to said processor, said interfaces being configured to exchange game data, characterized by
  - 25 - a detector to detect an indication that a player of said multi-player game is absent, and
  - a simulation component being connected to said processor, said simulation component being configured to simulate the participation of an absent player on the game, if said absence indication has been detected.
- 30
15. Multi-player gaming device according to claim 14 further comprising a network interface.
16. Multi-player gaming device according to claim 14 further comprising a mobile telephone.
17. Multi-player gaming device according to claim 14, wherein said simulation component
- 35
- comprises an artificial intelligence engine.
18. Network multi-player game server capable of continuing a multi-player game, if a

participant in said game becomes absent, comprising:

- a memory,
- a processor being connected to said memory, said processor being configured to run a multi-player game program,
- 5 - at least one interface connected to said processor, said interfaces being configured to receive and transmit game data,  
said network multi-player game server being characterized by
- a detector to detect an indication that a player of said multi-player game is absent, and
- a simulation component being connected to said processor, said simulation component
- 10 being configured to simulate the participation of an absent player, if said absence indication has been detected.